OwlVenture

"Owl Venture" is an engaging and educational finance board game designed to introduce kids aged 7 to 13 to fundamental financial concepts in a fun and interactive way. This exciting game takes players on a journey through various financial opportunities and challenges, teaching them about earning, saving, spending and investing money while emphasizing the importance of wise financial decisions.

With the addition of 10 accompanying animated videos that explain essential financial terminologies, "Owl Venture" offers a holistic learning experience that fosters financial literacy, critical thinking, and responsible money management skills. Whether played with parents, friends, or siblings, "Owl Venture" provides a unique opportunity for children to embark on a financial adventure while having a great time.

Components

1) Game Board:
The game board represents a journey through various financial opportunities and challenges. It is divided into 99 boxes, each featuring a unique financial event or scenario. These boxes are categorized into five types by colour: salary box (brown), earn card box (green), spend card box (red), opportunity card box (yellow), and threat card box (blue). When players land on a box, they will draw the related card, which corresponds to the box type and colour. This card will provide instructions or present a financial situation for the player to navigate.

2) Dice:
A standard six-sided die is used for player movement. Players take turns rolling the dice to determine how many spaces they move on the board.

3) Money:
Players begin with a starting salary of $2,000. They will earn and spend money throughout the game, aiming to manage their finances wisely.

4) Cards: There are five types of cards in the game:

Earn Cards:
These cards present opportunities for players to increase their income. Examples include receiving a bonus at work, earning an allowance or taking on a part-time job.

Spend Cards:
Spend cards represent expenses that players must pay. Some cards offer choices, teaching kids the difference between needs and wants. For instance, players may have to decide whether to spend money on a necessary item or an optional luxury.

Opportunity Cards:
Opportunity cards offer chances for players to advance further or earn additional money. They often include investment opportunities and quizzes that enhance financial literacy. Parents can use these cards to engage with their children, assess their mathematical and language skills and offer guidance.

Threat Cards:
Threat cards introduce obstacles and financial challenges that players must navigate. This helps players understand that life can be unpredictable, and financial setbacks can occur.

Mission Cards: (for the third way of playing):
Mission cards provide players with specific financial missions to complete during the game. Each player draws a mission card at the beginning of the game and the player who accomplishes their mission first wins. These missions may involve saving a certain amount of money, making wise investment decisions or achieving other financial goals.

Setup:

- Place the game board in the center of the table, ensuring that all players can easily reach it.
- Shuffle the Earn, Spend, Opportunity, and Threat cards separately and place them face down in their respective box within the game board.
- If playing the third way (with Mission cards), shuffle the Mission cards and draw one for each player. Place these mission cards face up in front of each player.
- Decide who will serve as the banker. The banker is responsible for distributing and collecting money, as well as overseeing the game's financial aspects. It is recommended that parent(s) will serve as banker.
- Each player starts with a starting salary of $2,000 and receives a recording sheet to track their income and expenses throughout the game.

Gameplay

The gameplay in "Owl Venture" involves moving around the game board, making financial decisions, and aiming to achieve the game's objectives.

1 First Way

(Dice-only with earn and spend cards):

- Players take turns rolling the dice and moving their tokens along the board, following the instructions on each box they land on.
- Some boxes provide opportunities for players to earn money, while others represent expenses. Players continue to collect a monthly salary and may increase their income as they progress through the game.
- The player who first reaches box 99 wins the game. Players can increase the complicity through calculation for earning and spending.

2 Second Way

(Card Play without Missions):

- Players take turns rolling the dice and moving their tokens on the board.
- When a player lands on an Opportunity box, they draw an Opportunity card and follow its instructions.
- These instructions can involve making financial decisions, taking risks, and learning about various income-generating opportunities.
- Landing on an Earn or Spend box allows the player to draw the respective card and follow its instructions.
- Players learn about managing expenses and maximizing earnings.
- The game continues until all players reach box 99 or a predetermined end point. At this point, players count their money, and the player with the most money wins.

3 Third Way

(Card Play with Missions):

- Players draw a Mission card at the beginning of the game and keep it face up in front of them. Each mission card contains specific financial goals that players must strive to achieve.
- Players take turns rolling the dice, moving their tokens, and following the instructions on the Opportunity, Earn, and Spend cards they encounter.
- Players must also work towards completing their mission card's objectives. These missions can be challenging and may require careful financial planning and decision-making.
- The player who successfully completes their mission first wins the game. If no player completes their mission by reaching box 99, the player with the most money at that point wins.

Animated Videos

As an integral part of the "Owl Venture" finance board game, there are 10 animated videos designed to explain essential financial concepts and terminologies. These videos provide valuable educational content, making the learning experience engaging and informative for young players.

1) Needs & Wants Video
- This video explores the distinction between needs and wants, helping players understand the difference between essential expenses and discretionary spending.
- It provides practical examples to reinforce the concept.

2) Active & Passive Income Video
- The active & passive income video explains the two primary sources of income.
- It introduces the idea that active income is earned through work, while passive income comes from investments and assets.

3) Money Jar Video
- The money jar video illustrates the concept of budgeting and saving by using a money jar analogy.
- Players learn how to allocate their income into different categories, such as savings, spending and giving.

4) Sharing is Caring Video
- This video emphasizes the value of sharing and giving back to the community.
- It teaches players about charitable giving and its impact on others.

5) Insurance – Comprehensive and Basic Video
- The insurance video explains the importance of insurance in protecting against financial risks.
- It differentiates between comprehensive insurance coverage and basic coverage.

6) What is Investment? Video
- This video delves into the concept of investment, explaining how money can be used to generate additional income.

7) Working – Bonus, Increment Video
- The working video discusses the concepts of bonuses and salary increments.
- It teaches players how hard work and dedication can lead to financial rewards in their careers.

8) Gratitude Video
- The money jar video illustrates the concept of budgeting and saving by using a money jar analogy.
- Players learn how to allocate their income into different categories, such as savings, spending and giving.

9) Network Video
- This video highlights the significance of building and nurturing a network of connections.
- It introduces the idea that networking can open up opportunities for career and financial growth.

10) Risk – Medical, Car, and Property Video
- The risk video explains different types of insurance coverage related to medical expenses, car accidents, and property damage.
- It helps players understand the importance of risk management in financial planning.

Additional Rules and Educational Aspects:

1. Players are encouraged to regularly update their income statements using the provided templates. This practice helps kids understand the components of an income statement and improves their math skills.
2. The banker (usually a parent) serves as a guide throughout the game. They distribute and collect money, offer explanations of financial concepts, and provide guidance when needed.
3. The game is designed to be educational, teaching kids about financial concepts such as income, expenses, investments, and financial challenges. It also encourages discussions between parents and children about financial literacy and responsible money management.

Integration with Gameplay

- Players can watch these animated videos at specific points during gameplay or as needed to reinforce their understanding of the corresponding financial topics.
- Parents or guardians can utilize these videos as teaching tools, elaborating on financial concepts and promoting discussions.
- The videos enhance the educational value of the game, making financial education engaging and accessible for kids aged 7 to 13.

By incorporating these animated videos into the "Owl Venture" board game, players gain a deeper understanding of essential financial concepts while enjoying an interactive and educational gaming experience. These videos facilitate learning, stimulate discussions, and promote responsible money management. Overall, "Owl Venture" offers an engaging and educational experience for kids aged 7 to 13, helping them develop financial awareness and decision-making skills in a fun and interactive way.